

AMENDATORY SECTION:

WAC 230-40-625 Closed circuit television system (~~((requirements and procedures))~~)--Class F card rooms. Critical activities related to the operation of a player-supported jackpot (PSJ) and assessment of fees based on amounts wagered (rake method) shall be closely monitored by the use of a closed circuit television (CCTV) system (~~((including video recording))~~) and recorded using analog and/or digital recording equipment. If a licensee is conducting both Class F and house-banked activities, the licensee shall be required to meet the surveillance requirements set forth in WAC 230-40-825. Each Class F card room licensee shall install and maintain a CCTV system that meets the following requirements:

Camera coverage.

(1) The following areas are required to be (~~((covered))~~) viewed by the CCTV system:

(a) All gaming at each table including, but not limited to, the:

- (i) Cards;
- (ii) Wagers;
- (iii) Chip tray;
- (iv) Drop box openings; and
- (v) Players and dealers.

(b) All activity in the count room or count area including, but not limited to, the:

- (i) Count table;
- (ii) Floor;
- (iii) Drop boxes; and
- (iv) Drop box storage shelves/cabinets.

Camera requirements.

(2) The CCTV system shall consist of light sensitive cameras that have the ability to determine card and chip values at each gaming table. Each video camera shall be capable of having its (~~((picture))~~) images displayed on a video monitor and recorded. Cameras shall be installed in a manner that will prevent them from being readily obstructed, tampered with, or disabled by patrons or employees. Installed cameras shall cover the areas required by this rule and shall include, at a minimum, the following:

- (a) At least one fixed camera focused over each gaming table covering the entire layout;
- (b) At least one fixed camera focused over the dealer area covering the chip rack, all drop box openings, and the community card area;
- (c) At least one fixed or pan, tilt, and zoom (PTZ) camera permanently programmed for the purposes of monitoring players at each gaming table. This camera must be capable of viewing each patron at each gaming position at least once every five minutes;
- (d) A sufficient number of fixed and/or PTZ cameras in the cage only if the count process is conducted there;
- (e) A sufficient number of fixed and/or PTZ cameras in the count area; and
- (f) Any other location as deemed necessary by commission staff.

Video recording equipment requirements.

(3) Video recording equipment shall meet the following requirements:

(a) Analog recording, including audio recording where required, using a video cassette recorder, shall comply with the following requirements:

(i) Images shall be recorded ~~((Record))~~ at a rate of not less than twenty pictures per second on standard VHS format; and

~~((b) Insert))~~ (ii) Recorded images shall accurately reflect the time and date ~~((on))~~ of the video recording. If multiple time and date generators are used, they shall be synchronized to the same time and date; or

(b) Digital recording, including audio recording where required, using a hard drive storage system, shall comply with the following requirements:

- (i) Images shall be recorded on a hard drive that the licensed operator and their employees do not have access to the erase or reformat features;
- (ii) The system must provide uninterrupted recording of surveillance, this shall include during playback or copying;
- (iii) Recording systems shall be capable of copying original images;
- (iv) Images shall be stored at a rate of not less than twenty-five images per second;
- (v) Resolution shall be 640 X 480 or higher;
- (vi) Images shall be stored in a format that is readable by Commission computer equipment;
- (vii) Images must be stored in a format that contains a method to verify the authenticity of the original recording and copies;
- (viii) Recording systems shall be equipped with an audio alarm that shall notify the operator in the event a recording is interrupted for any reason;
- (ix) Recorded images shall include the accurate time and date the video was originally recorded; and
- (x) Previously recorded material may be overwritten after seven continuous days of gaming.

Use of multiplexing and quad recording devices.

~~((e))~~ (4) Multiplexing/quad recording devices may only be used for external surveillance, movement of drop boxes between tables and the count room, and on entrances and exits: Provided, That split screen devices may be utilized for areas not required to have surveillance coverage.

Recording of illegal or suspicious activities.

(5) Illegal or suspicious activities within the monitored portion of the licensed premises shall be reported to commission staff, pursuant to WAC 230-40-815 (3)(a)(v-vi). Additionally, licensees shall ensure two copies of the entire recorded image sequence are made reflecting the questioned activity. One copy shall be provided to commission staff or other law enforcement representative upon demand and the other copy maintained by the licensee for a period of thirty days.

Activities to be ~~((videotaped))~~ recorded.

~~((4))~~ (6) Video signals from all cameras shall be recorded when:

- (a) Gaming tables are in operation;
- (b) Drop boxes or chip trays are stored on the gaming tables;
- (c) Drop boxes are being transported; or
- (d) Drop box contents are being counted.

Surveillance activity log.

~~((5))~~ (7) The licensee shall maintain a record of all surveillance activities in the surveillance room. A surveillance log shall be maintained by surveillance personnel and shall include, at a minimum, the following:

- (a) Date and time of surveillance;
- (b) Person initiating surveillance;
- (c) Time of termination of surveillance;
- (d) Summary of the results of the surveillance; and
- (e) A record of any equipment or camera malfunctions.

Employee Sign-in log.

~~((6))~~ (8) A surveillance room sign-in log shall be maintained to document the time each surveillance employee monitors the card room. The surveillance sign-in log shall be available for inspection at any time by commission staff or law enforcement personnel.

~~((Tape labeling and retention))~~ Labeling and storing video and audio recordings.

~~((7))~~ (9) Video and audio ~~((tapes))~~ recordings shall be marked to denote the activity recorded and retained for a period necessary to afford commission staff or law enforcement personnel reasonable access. The following minimum retention periods apply to ~~((tapes))~~ recordings:

- (a) ~~((All tapes))~~ Recordings shall be retained for a minimum of seven complete gaming days.
- (b) ~~((Tapes))~~ Recordings of evidentiary value shall be maintained as requested by commission staff; and
- (c) ~~((Tapes))~~ Recordings documenting jackpot payouts of five hundred dollars or more shall be retained for at least ~~((seven))~~ thirty days; and
- (d) Commission staff may increase any of the retention requirements noted in this section by notifying the licensee.

Dispute resolution.

~~((8))~~ (10) In the event there is not sufficient clarity due to violations of the above requirements, the burden will be on the licensee to prove any action taken was warranted. Otherwise, all disputes ~~((will))~~ shall be resolved in favor of the player: Provided, That a review by commission staff may be requested if the licensee feels circumstances warrant, for example, cheating has occurred.